4. The computer-implemented method of claim 3 wherein the DVR control functionality includes pause, rewind, and fast forward functions.

5. The computer-implemented method of claim 4 wherein the DVR control functionality includes 3D DVR.

6. The computer-implemented method of claim 1 wherein the UI application allows the second user to choose a random selection of games to view at once.

7. The computer-implemented method of claim 1 wherein different video is generated when the application state information is being played and the camera view changes.

8. The computer-implemented method of claim 1 further comprising allowing the first user to specify an application state segment to record and retain.

9. The computer-implemented method of claim 8 further comprising making the application state segment available on a user page.

10. The computer-implemented method of claim 1 wherein the application state information includes video output by the real-time application streamed to the users of the real-time application.

11. The computer-implemented method of claim 1 wherein the application state information includes different video output by the real-time application than that streamed to the users of the real-time application.

12. The computer-implemented method of claim 2 wherein the reproduced video is uncompressed.

13. The computer-implemented method of claim 2 wherein the reproduced video is compressed.

14. One or more computer-readable media that are non-transitory and that store a program, wherein the program, when executed, instructs a processor to perform the following operations:

run a real-time application on one or more servers of a hosting service center, wherein the real-time application is a game and wherein the real-time application is being played by a first user of a first client device remote to the hosting service center via compressed streaming interactive video transmitted over the Internet and a second user of a second client device;

continually storing, in a delay buffer of the one or more servers, application state information of the real-time application along with the compressed streaming interactive video as the real-time application is being played, the application state information as stored in the delay buffer is usable to generate additional views of the real-time application for replay; and

running a user interface (UI) application on another server of the hosting service center, the UI application allowing a second user of a second client device remote to the hosting service center to,

rewind based on the application state information;

replay a segment of the played real-time application based on the application state information stored in the delay buffer; and

control a camera view for the replay of the segment of the played real-time application, the control of the camera view causing dynamic generating of video frames by processing the application state information as stored in the delay buffer for one or more additional fly-through perspectives for the segment of the played real-time application;

wherein the one or more additional fly-through perspectives for the segment that is replayed to the second user of the second client device provided by the dynamic generating of video frames are different from a view of the real-time application displayed to the first user on the first client device.

15. The computer-readable media of claim 14 further comprising using the application state information to reproduce video of the real-time application.

16. The computer-readable media of claim 15 wherein the reproduced video is compressed.

17. The computer-readable media of claim 14 wherein the UI application allows the second user to choose a random selection of games to view at once.

18. The computer-readable media of claim 14 wherein different video is generated when the application state information is being played and the camera view changes.

19. A computer-implemented method comprising:

running a real-time application on one or more servers of a hosting service center, wherein the real-time application is a game and wherein the real-time application is being played by a first user of a first client device and a second user of a second client device, wherein the first and second client devices are remote to the hosting service center and wherein the real-time application is being played via compressed streaming interactive video transmitted over the Internet;

continually storing, in a delay buffer of the one or more servers, application state information of the real-time application along with the compressed streaming interactive video as the real-time application is being played by the first user, the application state information is usable to generate additional views of the real-time application for replay; and

running a user interface (UI) application on another server of the hosting service center, the UI application allowing the second user of the second client device remote to the hosting service center to,

rewind based on the application state information;

replay a segment of the played real-time application based on the application state information stored in the delay buffer; and

control a camera view for the replay of the segment of the played real-time application, the control of the camera view causing dynamic generating of video frames by processing the application state information as stored in the delay buffer for one or more additional fly-through perspectives for the segment of the played real-time application;

wherein the one or more additional fly-through perspectives for the segment that is replayed to the second user of the second client device provided by the dynamic generating of video frames are different from a view of the real-time application displayed to the first user on the first client device or the second user on the second client device.

20. The method of claim 19, wherein the one or more additional fly-through perspectives for the segment includes video of the first user as the first user plays the real-time application.

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